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Homunculi



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This fan-fiction article, **Homunculi**, was written by *Adalwulf of Aedirn, Witcher190*. Please do not edit this fiction without the writer's permission.

A **Homunculus** is a construct made using magic or alchemy to imbue a body that is made by the creator with life. A **homunculus** is considered to be the next evolutionary step in the development of the Golem as they are capable of intelligence depending on their body type and the intent used to make them. They are absolutely loyal to their creators and can be operational indefinitely as long as they are properly fed as they have a natural auto-repair function, though they eat far more than the beings they are shaped after usually.

Contents

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- Physiology
- Creation Process

Homunculi



Taxonomy

ClassificationHeteromorphic Race
Elementa/Construct

Physiology

HeightDependent on their bodily construction

LengthDependent on their bodily construction

WingspanDependent on their bodily construction

WeightDependent on their bodily construction

HideDependent on their bodily construction

- 2.1. Magic
- 2.2. Mutation
- 2.3. Alchemy
- 3. Behaviors
- 4. Abilities
- 5. Notable Homunculi

Eyes	Dependent on their bodily construction
Main Use	Servants, soldiers, assistants, etc
Ecology	
Lifespan	Indefinite
Intelligence	Dependent on their construction
Nature	Dependent on their construction and the creator's intention
Range	Anywhere mages (or in rare cases alchemists) can be found
Diet	Omnivorous (Eats more than a person or creature of similar size, gender, build, etc.)
Predators	Witchers?

Physiology

The outward appearance of a **Homunculus** is heavily influenced by the materials used and the thought process of their creator. A **Homunculus** could even be mistaken for a human if one doesn't possess prior knowledge or experience. **Homunculi** can come in non-human, strange or monstrous shapes.

Creation Process

Magic

TBA

Mutation

TBA

Alchemy

Shaping a mixture of clay, ash, mandrake root, and blood, one can channel rare ritual magic to create a **Homunculus**. The more skilled the creator, the closer the **Homunculus** appears to be life-like.

Behaviors

TBA

Abilities

- **Homunculus Physiology:** As a **Homunculus**, this race has the abilities of one.
 - **Defunct Physiology:**
 - **Oxygen Independence:**
 - **Enhanced Condition:**
 - **Decelerated Aging/Semi-Immortality:**
 - **Natural Weaponry:** Some **Homunculi** may be used for guarding or as soldiers, as such they may have limbs made to function as weapons or extra features.

Notable Homunculi

- TBA

Categories



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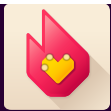
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